

Appl. No. 10/045,279  
Amdt. dated 11/07/2005  
Reply to Office Action of 08/15/2005

IN THE SPECIFICATION:

Please replace the paragraph on page 9, line 27 to page 10, line 5 with the following paragraph.

The invention is based on an operating system's user access methodology. The system uses a table to cross-reference an amount of time a particular application program may remain active depending with upon a user. Thus, if a user wants to use an application program that has the time limitation, the user must first log onto the computer system. When the user launches the application program, a timer is activated. A comparison is then continuously made between the time on the timer and the time limit in the table to determine whether the two coincide. If so, then the application program will be deactivated or closed.

Please replace the paragraph on page 10, lines 6 - 21 with the following paragraph.

Fig. 4 is a cross-reference table that may be used with the invention. Depicted in Fig. 4 are three application programs, application program 400 (UNO), application program 410 (World Book) and application program 420 (Casino) and a plurality of users (i.e., user<sub>1</sub>, user<sub>2</sub>, ...). The users (i.e., user<sub>1</sub>, user<sub>2</sub>, ...) may have use-time ~~restriction~~ restrictions when using one, a few or all the application programs in the table. UNO 400 is a card game, World Book 410 is an educational learning tool and

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Casino 420 is a gambling game. Note that although three applications programs are shown, the invention is not restricted to only three. Any number of application programs may be used. Indeed, all the application programs (including web browsers) that have a use-restriction should be in the table; and obviously, all users who have a use-time restriction regarding any of the application programs should also be in the table.

Please replace the paragraph on page 11, lines 3 - 14 with the following paragraph.

Note that instead of requiring that a certain amount of time ~~elapse~~ elapsed between uses of an application program, the table may be designed such that a user may only access an application program once a day. For example in the case of UNO, user<sub>1</sub> may play UNO for half hour every day. That is, as soon as the clock turns to twelve midnight, user<sub>1</sub> may play UNO again for another half hour, regardless as to whether user<sub>1</sub> started playing UNO at eleven-thirty in the evening (11:30PM) the previous day. Note that in this case the user would be allowed to play UNO for a whole hour uninterrupted. As should be obvious to one skilled in the art, any sort of variations may be implemented in the table.

AUS920010874US1

Page 3 of 11